the virtual reel strips as a game outcome presentation for the game of chance wherein information used to generate the surfaces and the 3-D gaming environment is stored in the memory device on the gaming machine; and

displaying the one or more rendered 2-D images to the display device on the gaming machine wherein the 2-D images display the sequence of symbols from each of the virtual reel strips.

40. The method of claim 39, wherein the surface is one of a planar rectangular surface or a curved portion of an outside of a cylinder.

41. The method of claim 39, wherein 3 virtual reel strips are mapped to three different surfaces.

42. The method of claim 39, wherein 5 virtual reel strips are mapped to five different surfaces.

43. The method of claim 39, wherein a number of symbols displayed in each game outcome presentation is a constant.

44. The method of claim 39, further comprising:

determining a motion for each of the surfaces in the 3-D gaming environment; and, while rendering the plurality of 2-D images, applying the determined motion for each of the surfaces in the 3-D gaming environment wherein the motion for each of the surfaces is captured in at least a portion of the plurality of the 2-D images.

45. The method of claim 44, wherein, when the 2-D images are viewed in a sequence, the rendered symbols appear to move along a linear path from a top of the display screen to the bottom of the display screen.

46. The method of claim 39, further comprising:

generating at least one of a flat surface or a curved surface divided into a total number of segments of equal area at first position in the 3-D gaming environment;

drawing in each of the number of segments of the flat surface or the curved surface a first subset of the sequence of symbols; and

moving the flat surface or the curved surface from the first position by a distance equal to a height of one of the surface segments along surface while rendering the plurality of 2-D images.

47. The method of claim 44, further comprising:

regenerating the flat surface or the curved surface at the first position in the 3-D gaming environment;

redrawing in each of the number of segments of the flat surface or the curved surface a second subset of the sequence of symbols;

moving the flat surface or the curved surface from the first position by the distance equal to the height of one of the surface segments while rendering the plurality of 2-D images; wherein the first subset and the second subset are defined so that when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen, the symbols appear to enter and to leave the display screen in an order specified by the sequence of symbols for each virtual reel strip.

48. The method of claim 47, wherein a sequence in the first subset and a sequence in the second subset overlap.

49. The method of claim 46, wherein the rate of movement of the surfaces varies over time.

50. The method of claim 46, wherein the direction of movement varies over time.

51. The method of claim 46, wherein the movement of the flat surface or the curved surface is specified so that a rate of movement of the symbols appears to increase and then decrease during the game outcome presentation when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen.

52. The method of claim 46, wherein the movement of the flat surface or the curved surface is specified so that the symbols on the display screen appear to oscillate above and below their final positions prior to stopping when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen.

53. The method of claim 46, wherein the movement of the flat surface or the curved rectangular surface is specified so that the symbols on the display screen, prior to moving in a first direction appear to move slightly from their initial position in a direction opposite of the first direction when the plurality of 2-D images capturing the movement of the generated surfaces are viewed on the display screen.

54. The method of claim 1, further comprising:

dividing each surface into a number of segments and drawing at least one symbol from the sequence of symbols in each segment.

55. The method of claim 54, wherein a type of symbol drawn in each segment varies with time.

56. The method of claim 54, wherein a portion of the number is segments are viewable on the display screen at any one time when the one or more 2-D images are displayed to the display screen.

57. The method of claim 54, wherein positions of a portion of the number of segments are used to specify a payline when the one or more 2-D images are displayed to the display screen.

58. The method of claim 54, wherein, when the one or more 2-D images are displayed to the display screen, areas occupied by a portion of the number of segments on the display screen correspond to active areas of a touch screen sensor coupled to the display screen.

59. The method of claim 58, wherein the gaming machine is capable of altering a movement of a first surface in the 3-D gaming environment when an input signal is generated from an active area on the touch screen sensor above the first surface in one of the 2-D images.

60. The method of claim 39, further comprising:

receiving an input signal from a first input device on the gaming machine indicating a stop command has been requested wherein the stop command is a request to stop a progression of symbols on one of the virtual reel strips viewed on the display screen;

determining a new sequence of symbols to display from the virtual reel strip wherein the new sequence of symbols allows the final state of the virtual reel strip to be displayed sooner than when the stop command is not received.

61. The method of claim 39, further comprising:

determining the award of indicia of credit using the one or more randomly selected indices wherein the gaming machine is capable of the award of the indicia of credit via the output device.